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Docket No. F-8340

Ser. No. 10/502,264

AMENDMENTS TO THE CLAIMS:

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

1. (Currently Amended) A recording medium having stored thereon in executable form a ~~[[A]]~~ manipulation suppression program which is used to suppress a predetermined manipulation by a user ~~characterized in that wherein~~ the ~~predetermined~~ manipulation suppression program ~~[[allows]]~~ is configured so as to control a programmable device having an input device and display to function as a video game machine to function as comprising:

a detecting means for detecting ~~[[a]]~~ the predetermined manipulation of the input device by the user being wherein the predetermined manipulation adversely affects the input device of the programmable device a preset inhibited act; and

an executing means ~~for, if, responsive to the inhibited act~~ predetermined manipulation being ~~[[is]]~~ detected by the detecting means, executing a predetermined suppression operation which suppresses the ~~inhibited act~~ predetermined manipulation of the user based on the predetermined manipulation being detected.

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2. (Currently Amended) ~~The~~manipulation suppression program recording medium according to claim 1, ~~characterized in that wherein~~ the executing means includes a presenting means for presenting suppression information ~~which is used to the user as the predetermined suppression operation~~ to suppress ~~an inhibited act~~ the predetermined manipulation by the user.

3. (Currently Amended) ~~The~~manipulation suppression program recording medium according to claim 2, ~~characterized in that the presenting means displays wherein the suppression information includes a suppression picture provided to the display which is used~~ conveys a message to suppress ~~an inhibited act~~ the predetermined manipulation by ~~[[a]]~~ the user.

4. (Currently Amended) A recording medium having stored thereon in executable form a game program and a [[A]] manipulation suppression program which is used to suppress a predetermined manipulation by a user while a ~~main~~ game of the game program is executed ~~—, characterized in that wherein the predetermined manipulation suppression program [[allows]] is configured so as to control a programmable device with an input device and display to function as a video game machine to function as comprising:~~

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game execution means for executing the game of the game program including accepting manipulations of the programmable device;

a detecting means for detecting [[a]] ~~the predetermined~~ manipulation of the input device by the user being during said execution of the game program wherein the predetermined manipulation adversely affects the input device of the programmable device ~~a preset inhibited act~~; and

an executing means ~~for, if, responsive to the inhibited act~~ ~~predetermined manipulation being~~ [[is]] detected by the detecting means, executing a predetermined ~~suppression~~ operation which suppresses the ~~inhibited act~~ ~~predetermined manipulation~~ of the user based on the ~~predetermined manipulation being detected~~.

5. (Currently Amended) ~~The manipulation suppression program recording medium~~ according to claim 4, ~~characterized in that~~ wherein the executing means includes a presenting means for presenting suppression information which ~~is used to the user as the predetermined suppression operation to suppress an inhibited act~~ the predetermined manipulation by the user.

6. (Currently Amended) ~~The manipulation suppression program recording medium~~ according to claim 5, ~~characterized in that the presenting means displays~~

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wherein the suppression information is presented on the display and includes a suppression picture which is used to convey a message to suppress an inhibited act
the predetermined manipulation by [[a]] the user.

7. (Currently Amended) ~~The manipulation suppression program recording medium~~ according to claim 4, ~~characterized in that~~ wherein the executing means includes a game-situation changing means for changing a game situation of the [[main]] game if ~~an inhibited act~~ the predetermined manipulation is detected by the detecting means.

8. (Currently Amended) The ~~manipulation suppression program recording medium~~ according to claim 7, ~~characterized in that~~ wherein the game-situation changing means changes a parameter which corresponds to a character who appears in the [[main]] game.

9. (Currently Amended) ~~The manipulation suppression program recording medium~~ according to claim 4, ~~characterized in that~~ wherein the executing means includes a ~~main game~~ game terminating means for terminating the [[main]] game ~~forcedly if an inhibited act~~ in response to the predetermined manipulation being [[is]] detected by the detecting means.

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10. (Currently Amended) The ~~manipulation suppression program~~
~~recording medium according to claim [[9]] 4, characterized in that wherein the~~
~~main game terminating executing means includes:~~

~~a presents, to the presenting means [[.]] presenting suppression information~~
~~which is used to suppress an inhibited act on the display advising the user to stop~~
~~the predetermined manipulation by a user, every time in response to the inhibited~~
~~act predetermined manipulation being [[is]] detected by the detecting means; and~~

~~a game terminating means for terminating the game in response to the~~
~~predetermined manipulation being detected by the detecting means and user~~
~~manipulations constituting the predetermined manipulation being detected a~~
~~predetermined number of times~~

~~terminates the main game forcedly if the number of inhibited acts which are~~
~~detected by the detecting means is equal to, or more than, a predetermined number~~
~~of times.~~

11. (Currently Amended) A manipulation suppression method which
suppresses a manipulation by a user on an input device, ~~characterized by including~~
~~the steps of:~~

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detecting ~~allowing a video game machine to detect~~ a predetermined manipulation by the user ~~being a preset-inhibited act~~ on the input device wherein said predetermined manipulation adversely affects the input device; and

executing a suppression operation when the ~~allowing the video game machine to, if the inhibited act~~ predetermined manipulation is detected in the detecting step, ~~execute a~~ wherein the suppression predetermined operation deters the user from engaging in ~~which suppresses the inhibited act~~ predetermined manipulation of the user device.

12. (Currently Amended) A video game machine which suppresses a predetermined manipulation of the game machine by a user, ~~characterized by including the game machine comprising:~~

a display;

an input device;

a detecting means ~~for detecting~~ for detecting [[a]] the predetermined manipulation of the input device by the user being wherein the predetermined manipulation adversely affects the input device of the game machine ~~a preset-inhibited act;~~ and

an executing means ~~for, if,~~ responsive to the inhibited act predetermined manipulation being [[is]] detected by the detecting means, executing a predetermined suppression operation which suppresses the ~~inhibited act~~

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predetermined manipulation of the user when the predetermined manipulation is detected.

13. (New) The recording medium of claim 1 wherein the predetermined manipulation unnecessarily adversely affects a life span of the input device of the programmable device.

14. (New) The recording medium of claim 4 wherein:

said predetermined manipulation unnecessarily adversely affects a life span of the input device; and

said predetermined suppression operation adversely changes a parameter representing a capacity of a character, operated by the user in the game, in response to the predetermined manipulation being detected by the detecting means.

15. (New) The recording medium of claim 14 wherein:

said detecting means detecting a user manipulation and determining that said predetermined manipulation exists when said user manipulation is detected a predetermined number of times within a predetermined period; and

said video game machine further comprises a parameter change device which favorably alters the game parameter representing the capacity of the

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character in response to said detecting means detecting said user manipulation less than a predetermined number of times within said predetermined period.

16. (New) The recording medium of claim 4 wherein:

said predetermined manipulation adversely affecting a life span of the programmable device;

said detecting means detecting a user manipulation and determining that said predetermined manipulation exists when said user manipulation is detected a predetermined number of times within a predetermined period; and

said video game machine further comprises a parameter change device which favorably alters a game parameter representing a capacity of a game character in response to said detecting means detecting said user manipulation less than said predetermined number of times within said predetermined period.

17. (New) A device for playing a game comprising:

a memory storing an executable game program;

a display;

a player input device for directing the programmable device to perform functions associated with various input operations on said player input device;

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a game processing device for processing player operations on said player input device and displaying game images on said display in accordance with said executable game program;

a detecting device for detecting an excessive device operation wherein said detecting device detects a number of times a given input operation is executed by the player on the input device, and said excessive device operation is determined to have occurred when said detected number of times equals a first number which is in excess of a predefined number of said given input operation required by the game program for executing a game function associated with said given input operation; and

a notification device which interrupts the game and delivers a notification to the player that the excessive device operation is to be avoided, when said detecting device detects the excessive device operation.

18. (New) The device of claim 17 wherein the notification is a picture on said display.

19. (New) The device of claim 18 further comprising a game-situation changing means for adversely changing a game situation of the game, with respect

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to interests of the player, based on said detecting device detecting the excessive device operation.

20. (New) The device according to claim 19, wherein the game-situation changing means changes a parameter determining a capacity of a character in the game to adversely change said game situation.

21. (New) The device of claim 20 further comprising a game terminating means for terminating the game based on said detecting device detecting the excessive device operation.

22. (New) The device according to claim 21, wherein the game termination means terminates the game when said detected number of times equals a second number of inputs of the given input operation on said input device which is greater than said first number of inputs.

23. (New) The device of claim 22 further comprising a parameter change device which favorably alters the game situation, with respect to interests of the player, in response to said detected number of times being less than said first number of inputs after a predetermined period.

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24. (New) The device of claim 23 wherein said parameter change device changes the parameter representing the capacity of the character favorably to effect said favorably altering the game situation.

25. (New) The device of claim 19 further comprising a parameter change device which favorably alters the game situation, with respect to interests of the player, in response to said detected number of times being less than said first number of inputs after a predetermined period.

26. (New) The device of claim 17 further comprising a game-situation changing means for adversely changing a game situation of the game, with respect to interests of the player, based on said detecting device detecting the excessive device operation.

27. (New) The device according to claim 26, wherein the game-situation changing means changes a parameter determining a capacity of a character in the game to adversely change said game situation.

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28. (New) The device of claim 27 further comprising a game terminating means for terminating the game based on said detecting device detecting the excessive device operation.

29. (New) The device according to claim 28, wherein the game termination means terminates the game when said detected number of times equals a second number of inputs of the given input operation on said input device which is greater than said first number of inputs.

30. (New) The device of claim 29 further comprising a parameter change device which favorably alters the game situation, with respect to interests of the player, in response to said detected number of times being less than said first number of inputs after a predetermined period.

31. (New) The device of claim 30 wherein said parameter change device changes the parameter representing the capacity of the character favorably to effect said favorably altering the game situation.